**Modules Catalogue: DL838 – BA (Hons) in Creative Music Production**

Erasmus students can study year 2 for the full academic year only.

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| **YEAR** | **MODULE CODE** | **MODULE TITLE** | **ECTS** | **SEMESTER** | **MODULE AIMS / LEARNING OUTCOMES** |
| 2 |  | **Audio Electronics** | 10 | Full Academic Year | The module aims to introduce the students to the basic systems, signals, circuits, and concepts underlying audio electronic technology. It aims to be practical and applied, while avoiding unnecessary levels of theory and analysis.  On successful completion of the module, you will be able to:   * Competently use a multimeter, power supply unit and other electronic test and signal generation equipment. * Perform simple measurement of signals. * Describe basic electronic components. * Analyse simple circuits. * Identify faults in simple circuits. |
| 2 |  | **Client-Based Production** | 10 | Full Academic Year | This module aims to consolidate previous learning in the area, while introducing advanced techniques and tools. Practical learning in a professional environment is prioritised, leading to an intended high standard of student work.  Client-focused professional practice and roles are focused on; audio post-production is addressed as a collaborative area offering career opportunities. Soft skills will again be emphasised and considered in all aspects of the module.  On successful completion of the module, you will be able to:   * Complete audio projects to varying client requirements/briefs/criteria. * Critically assess an audio mix/edit. * Utilise basic mastering techniques. * Create a feasible production plan based on client meetings and resources/requirements/limitations. * Apply advanced audio production techniques. * Practically utilise pre-production techniques in the context of client briefs. * Practical and creative use of advanced effects and signal processing in the multitrack software environment. * Working to a Client Brief. * Advanced Control Surfaces. * HD System Workflow and Capabilities. * Genre-specific Mixing. * Mastering Audio. * Critical Listening. |
| 2 |  | **Creative Audio Programming** | 10 | Full Academic Year | This module aims to:   * Offer an understanding of the creative use of high-level audio programming languages. The module complements the engineering and production modules, as the language is taught from a signal flow point of view, thus consolidating knowledge. * Illustrate the vast opportunities for creative use afforded to students. Immediate application as opposed to programming syntax is focused on.   On successful completion of the module, you will be able to:   * Describe and utilise the chosen audio programming language. * Describe audio synthesis and signal processing methods. * Create musical computer instruments. * Create signal processing instruments. * Creatively utilise audio programming. |
| 2 |  | **Creative Music Theory** | 10 | Full Academic Year | This module aims to consolidate previous learning in the area, while introducing advanced techniques and tools. Practical skills typically utilised by the Creative Sound Practitioner are further focused upon.  The module provides support and context to other creative elements of the course.  On successful completion of the module, you will be able to:   * Describe various musical genres in the context of compositional devices and music theory. * Utilise practical orchestration in the context of music production. * Apply musical language, techniques and devices, as well as orchestration skills to creative musical arrangement and scoring/accompaniment exercises. * Compose a piece of creative music to a client brief. * Demonstrate aural skills relevant to music theory in context. |
| 2 |  | **Creative Studio Engineering** | 10 | Full Academic Year | This module will introduce you to advanced professional studio techniques and practice. Practical learning in a professional environment is prioritised, leading to an intended high standard of student work. Soft skills will again be emphasised and considered in all aspects of the module.  Creative use of equipment will be further developed. The module aims to further develop a sense of self-directed learning and critical appraisal.  On successful completion of the module, you will be able to:   * Utilise pre-production techniques and best practice. * Control the signal flow of a professional mixing console and advanced outboard effects units in some detail. * Apply advanced studio techniques. * Apply studio best practice. * Create and evaluate a professional multitrack recording and mix. * Illustrate critical listening skills in the context of Engineering. |
| 2 |  | **Musicology and Contextual Studies** | 10 | Full Academic Year | The aims of the module are to:   * Initiate a comprehensive understanding of musical structure, pacing, and tempo. * Provide an understanding of the effects of music on popular culture and political climate. * Introduce the student to the narrative possibilities of music * Provide the student with a thorough understanding of the history and evolution of music. * Deepen the knowledge of genres of popular music forms. * Create an understanding of the power of the human voice to shorten and lengthen social distance with microtonal changes. * Provide an awareness of the psychological impact of music in terms of mood and physical response.   On successful completion of the module, you will be able to:   * Discuss and consider different musical genres, and their provenance and interrelationships. * Assess and describe contemporary music in the relation to political and social placement. * Describe and compare the human voice and its emotive and presentational possibilities in terms of narration, commentary and vocalisation. * Judge and critique the emotive and visceral potential of music. |